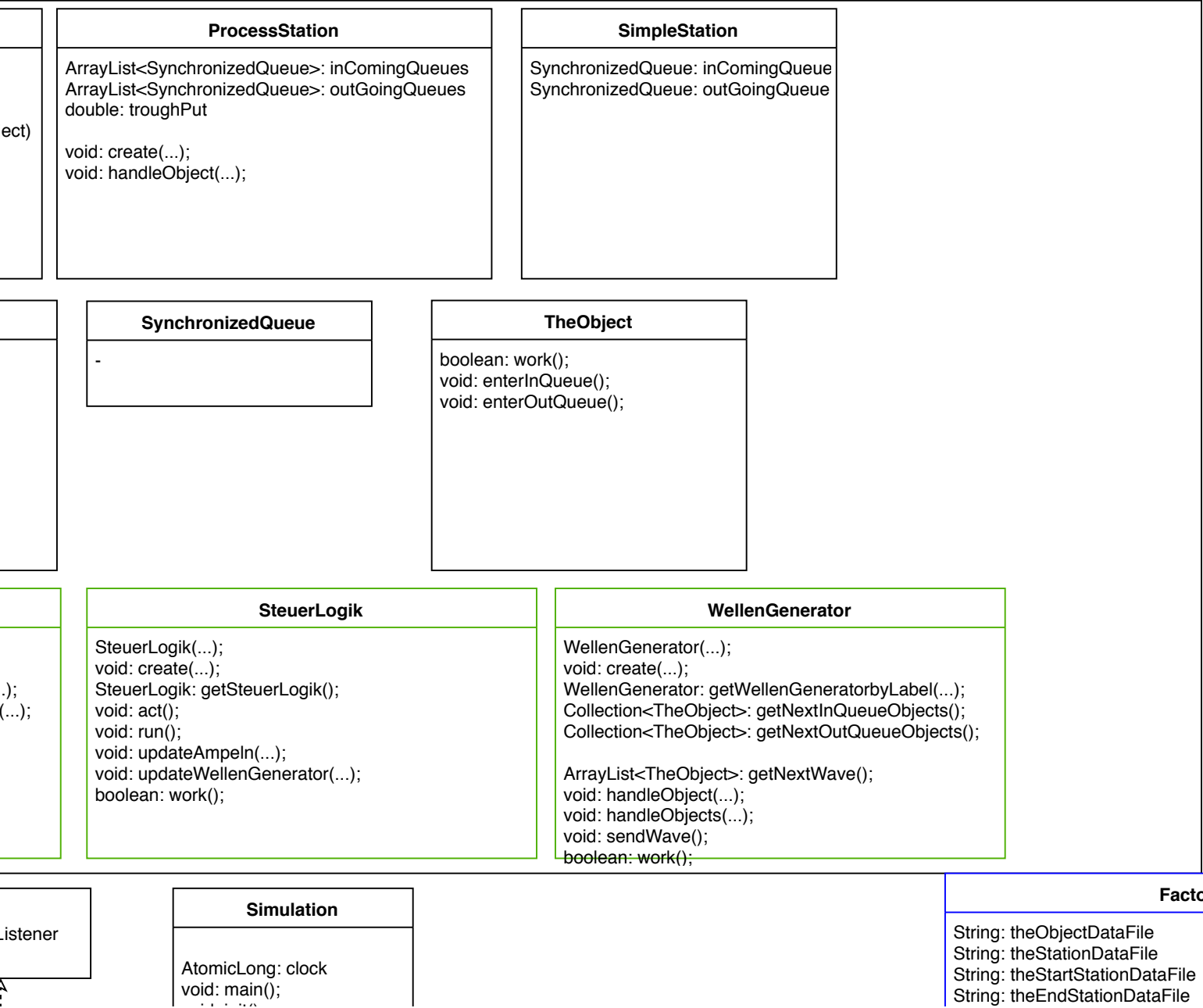
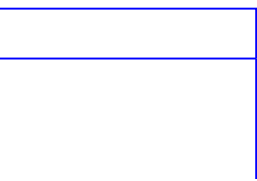
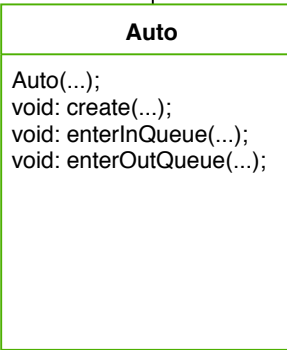


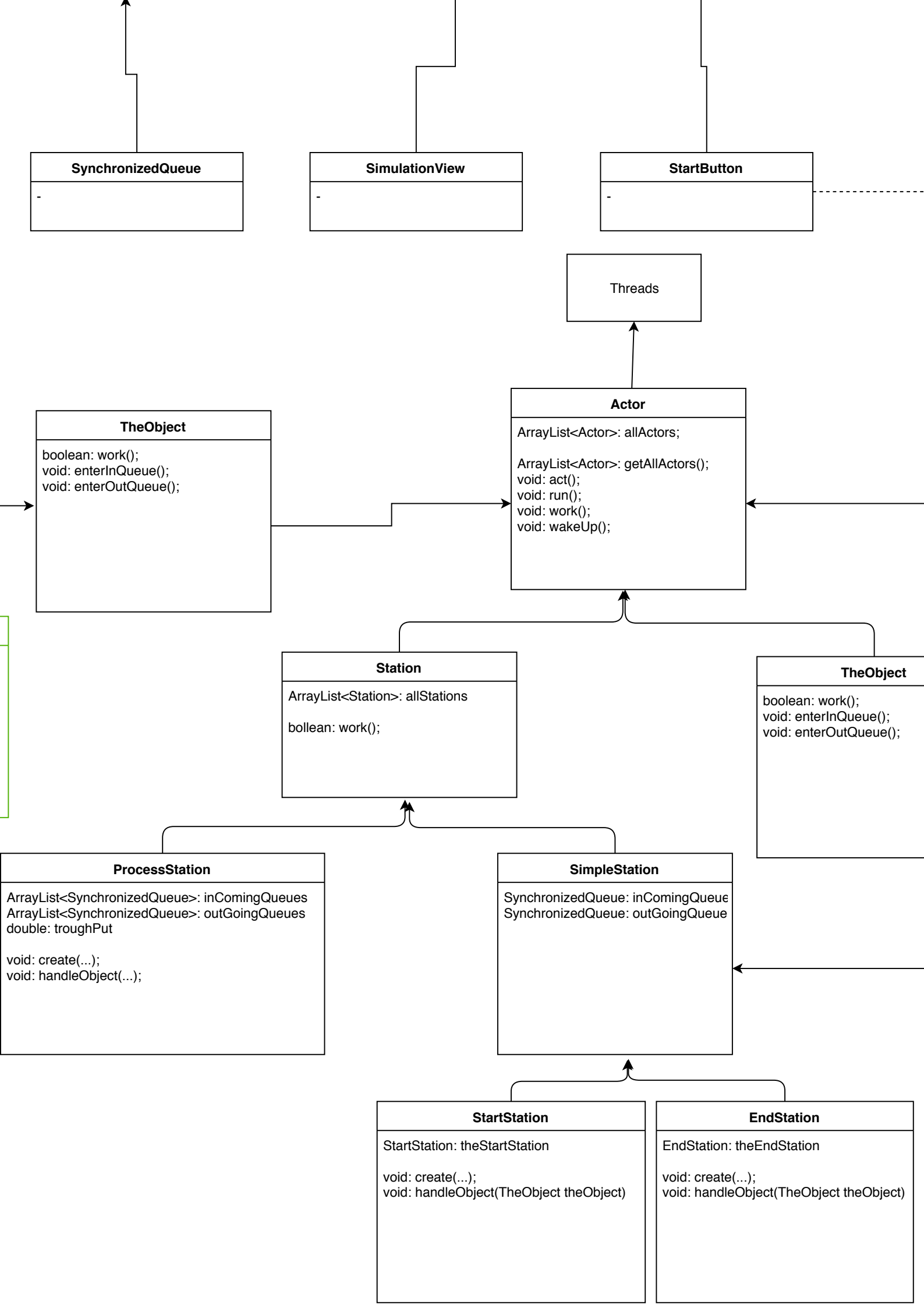
Bearbeitet

Bearbeitet









```
void: init();
long: getGlobalTime();

class HeartBeat
run
```

```
String: theAmpelnDataFile
String: theStteuerLogikDataFile
String: theAutoDataFile
String: theWellengeneratorDataFile

void: createEndStation();
void: createObjects();
void: createProcessStations();
void: createStartStations();
void: createScenario();

void: createAmpel();
void: createAutos();
void: createSteuerLogik();
void: createWellengenerator();
```

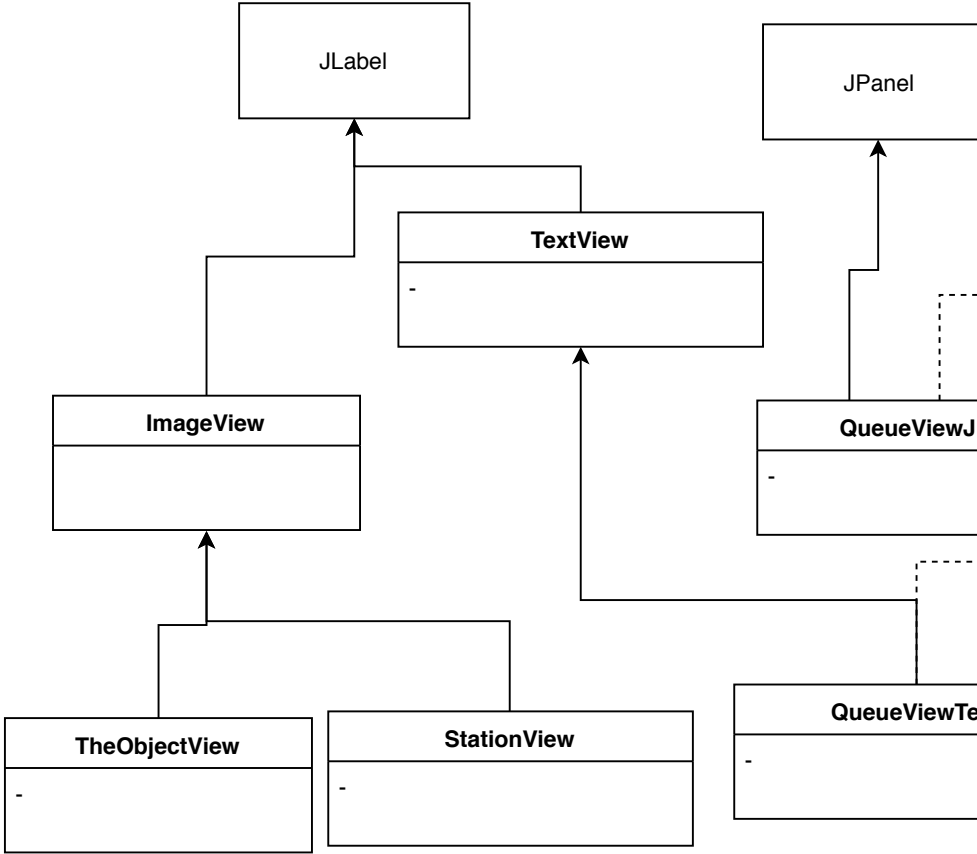
```
Statistics

string: buffer

void: update(String);
void: show(String);
```

```
SteuerLogik

SteuerLogik(...);
void: create(...);
SteuerLogik: getSteuerLogik();
void: act();
void: run();
void: updateAmpeln(...);
void: updateWellengenerator(...);
boolean: work();
```



```
Ampel

Ampel(...);
void: create(...);
Ampel: getAmpelByLabel(String);
Collection<TheObject>: getNextInQueueObjects();
Collection<TheObject>: getNextOutQueueObjects();
void: handleObject(...);
void: handleObjects(...);
void: switchState();
boolean: work();
```

